SILENT ASSAULT — INSTRUCTIONS

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SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch **ON** and the title page will come on.

IMPORTANT: If title page does not come on, turn the switch your control deck **OFF**, remove cartridge and go back to SET UP PROCEDURES STEP 2.

PRECAUTIONS

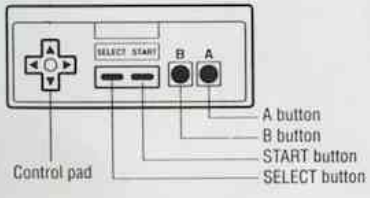
This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions.

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Control Deck is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device, other than the Control Pad, before beginning this game please read the appropriate instruction booklet for its correct installation into your system.

INTRODUCTION

You start each new game with 3 Commandos. Each possess 3 shields shown on the upper left hand corner of the screen. Every time the Commando comes into contact with enemies or bullets he loses half a shield. When shield is fully depleted you lose a Commando. You can replenish shield power by picking up hearts which occasionally appear when you gun down an enemy. Flying objects often carry additional weapons. Shoot them and jump to retrieve a variety of powerful guns before they vanish. Possession of the Medal of Bravery keeps you indestructible for the few seconds when the Commando is flashing.
There are a total of 8 worlds filled with explosive action and challenging terrain.

CONTROLS FUNCTIONS



CONTROL PAD

- **Up** - Holding down the Up Arrow and pushing B Button will cause the Commando to fire upwards.
- **Down** - Moves crawl position to duck bullets and at the same time allows the Commando to fire weapons from a lower level.
- **Left**) - Move the Commando in the indicated
- **Right**) directions.

SELECT BUTTON - Tosses a grenade to kill all enemies on the screen.
START BUTTON - Starts the game. Also pauses the game.
A BUTTON - Causes the Commando to jump.
B BUTTON - Fires the current weapon on hand.

WEAPONS

Additional weapons will sometimes appear when you bring down enemy Surveillance Crafts.

Bazooka Launcher: The Commando starts out with this basic weapon.
Shotgun: Gives you wide angle firing power.
Machine Gun: Gives you fast repeating bullets.

Bazooka Launcher

Shotgun

Machine Gun

SPECIAL OBJECTS

Special Objects will sometimes appear when you shoot down facility guards or Mummies.

Medal of Bravery

Iron Heart

Medal of Bravery: Makes you invulnerable for a few seconds.
Iron Heart: Replenishes half a shield.

ENEMIES

Facility Guard G-2

Facility Guard F-7

Surveillance Craft SC-W5

Surveillance Craft SC-E7

Mummies

Surveillance Crafts: Enemy ships guarding the city outskirts and facility perimeters.
Facility Guards: There are numerous guards everywhere. Many of iron hearts and some possess the Medal of Bravery.
Mummies: The scorching desert is infested by these demon possessed creatures.

Mines

Torches

Power Gates

Mines: Only the Medal of Bravery can protect you from these fatal devices. Time your jump precisely otherwise you will be blown to bits.
Torches: Watch out for burning torches because your shield is useless against them.
Power Gates: The thought of being crushed by one of these deadly mechanisms is enough cause to avoid them.

Shelled Slug

Alien Entity

Tank

Electra Amoeba

Killer Hawk

Gaka Monster

Rolling Boulder

Death Skull

Flying Balloon

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